

# ILAN BAURAIN

## Game Design Student

### INFORMATIONS



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06.07.18.57.54



Permis B

### TOOLS USED



Microsoft 365

Google Workspace

### LANGUAGES



Langue  
maternelle



Niveau B2  
(Certification  
Cambridge)

### HOBBIES



### SKILLS

Game Design (mechanics, balancing, game feel, 3C, system design, writing docs : GDD/GCD...)

Level Design (plans, blockout, guide the player, Lynch's diagram, rational design...)

UX (behaviorism, constructivist psychology, flow, Gestalt's principles, attention, perception...)

Posture (motivation, adaptability, dynamic, good listener...)

### EXPERIENCES

October 2024 - June 2025

Hono (end-of-bachelor project - Aventure-Metroidbrania TPV)

Game Designer/Level Designer

March 2024 - June 2024

Alwan (end-of-2nd year project - Platformer TPV)

Game Designer

March 2023 - June 2023

Enchanted (end-of-1st year project - shmup top-down)

Game Designer/Level Designer

### EDUCATION

Bachelor's degree Game Design - 2025 -> 2027  
Brassart Toulouse

Bachelor's degree Video Games - 2022 -> 2025  
E-artsup Toulouse